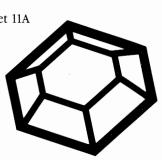
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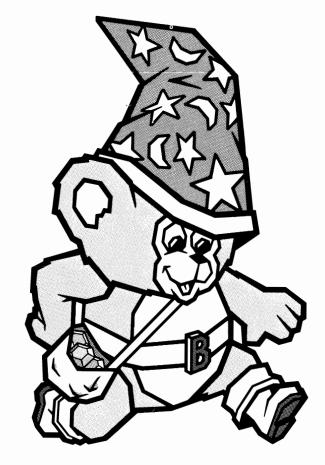
NOTE

A Crystal Castles Troubleshooting Guide is included as part of this Schematic Package Supplement. The Troubleshooting Guide contains Atari CAT Box troubleshooting procedures.

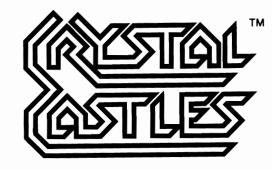


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Schematic Package Supplement to



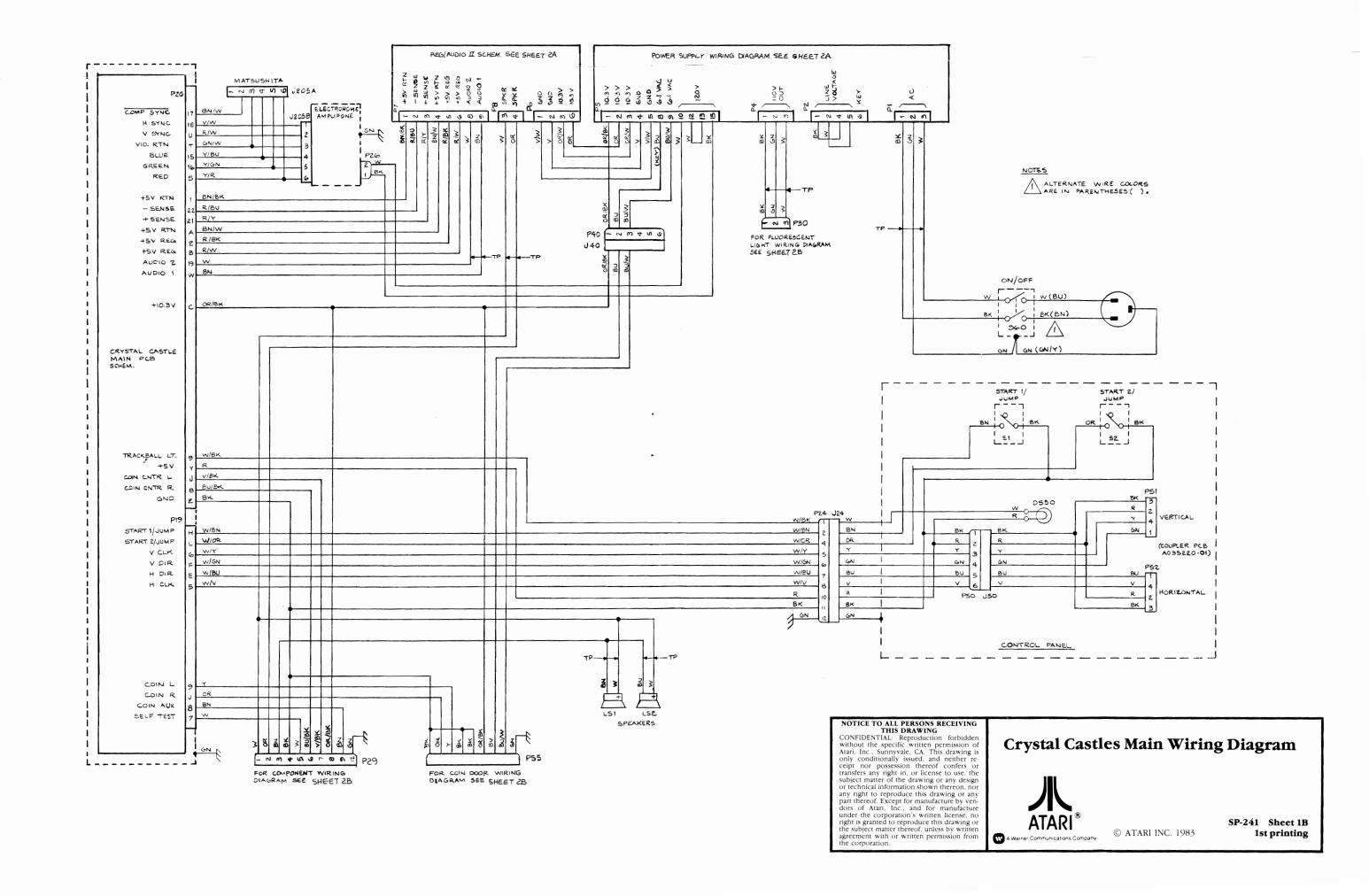
Operators Manual

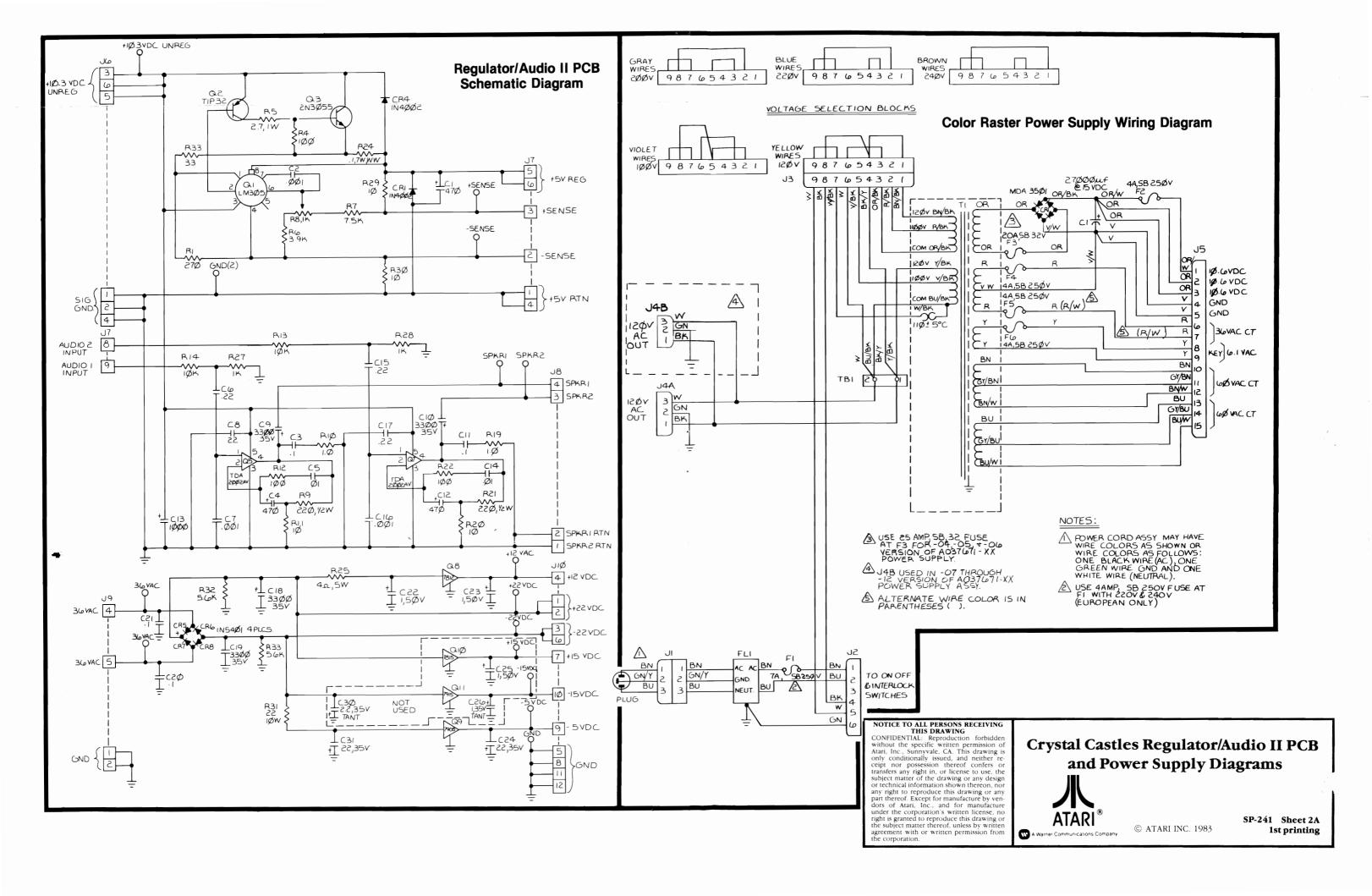
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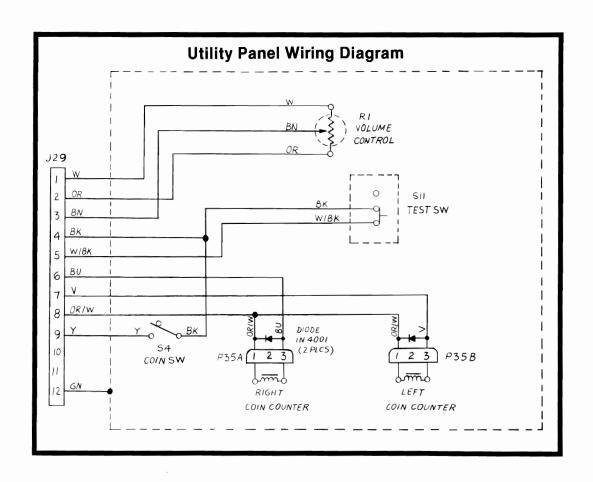
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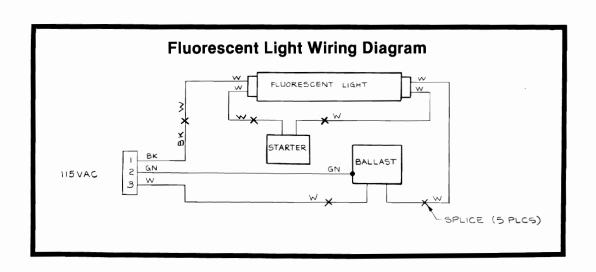


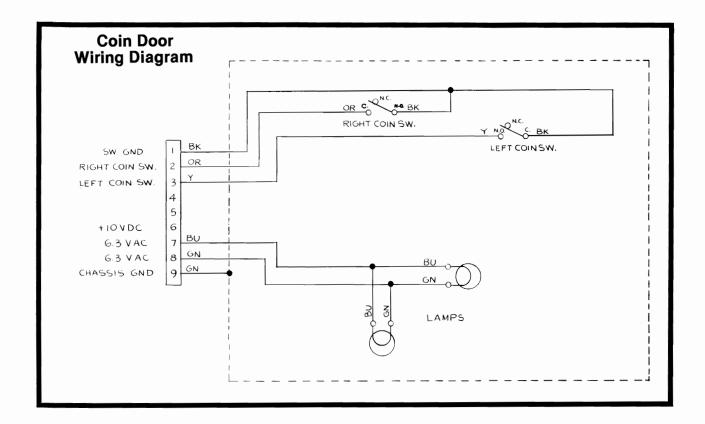
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Crystal Castles Game Interfaces



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Crystal Castles Memory Map

																		1					_			1
HEXA- DECIMAL ADDRESS	A15	5 A14	4 A1	3 A12		DDR A10							A 3	A2	A1	AO	READ/ WRITE						AL L D2			FUNCTION
0000 0001 0002 0003-0BFF 0C00-7FFF 8000-8DFF 8E00-8EFF	X 0 0 0 0 1 1	X 0 0 0 A 0 0	X 0 0 0 A 0 0	X 0 0 0 A 0 0	X 0 0 A A A 1	X 0 0 A A A	X 0 0 A A A	X 0 0 A A A O	X 0 0 A A A A	X 0 0 A A A	X 0 0 A A A A	X 0 0 A A A A	X 0 0 A A A A	X 0 0 A A A A	0 1 A A A	X 1 0 A A A A	W W R/W R/W R/W R/W	X D D D D D	X D D D D D	X D D D D	X D D D D	D D D D	X D D D D	D D D D	D D D D	X COORDINATE Y COORDINATE BIT MODE WORKING RAM (DRAM) SCREEN RAM WORKING RAM (STATIC) MOTION OBJECT BUF 2
8F00-8FFF	1	0	0	0	1	1	1	1	A	A	A	A	A	A	A 0 0 1 1	A 0 1 0 1	R/W R/W R/W R/W	D D D D	D D D	D D D	D D D	D D D	D D D	D D D	D	MOTION OBJECT BUFI MOTION OBJECT PICTURE MOTION OBJECT VERTICAL MOTION OBJECT PRIORITY MOTION OBJECT HORIZONTAI
9000–90FF 9400–9403 4600	1 1 1	0 0 0	0 0 0	1 1 1	0 0 0	0 1 1	X 0 1	X X X	A X X	A X X	A X X	A X X	A X X	A X X	A A X	A A X	R/W R R R R R R R R	D	D D	D D	D D	D D	D D	D D	D D	NOVRAM TRAK-BALL INO COIN R COIN L COIN AUX SLAM SELF TEST SPARE JMP 1 JMP 2
9800-980F 9A00-9A0F 9A08	1 1		0 0	1 1	1 1	0 0	0 1 0		X	X	X X		A A	A A	A A	A A X	R/W R/W	D D	D D	D D	D D	D D	D D D	D D D	D D D	CI/O 0 CI/O 1 OPTION SW SPARE SPARE COCKTAIL RECALL
9C80 9D00 9D80 9E00 9E80 9E81 9E82 9E83 9E84 9E85 9E86 9E87	1 1 1 1 1	0 0 0	0 0 0 0 0	1 1 1 1 1	1 1 1 1	1 1 1 1 1 1 1 1 1	0 0 1 1	1 1 0 0	0 1 0 1	X X X X	X X X	X X X X	X X X X	X	X		W W W W W W W W W						D D		D D D D D D D D D D D D D D D D D D D	HOR SCROLL CNTR LOAD VERT SCROLL CNTR LOAD INTERRUPT ACKNOWLEDGE WDOG OUT 0 TRAK-BALL LIGHT STORE LOW STORE HIGH SPARE COIN CNTR R COIN CNTR L BANK0-BANK 1 OUT 1 AX
9F00 9F01 9F02 9F03 9F04 9F05 9F06 9F07 9F80–9FBF A000–FFFF	1 1	0 A	0 A		1 A						A A			0 0 0 1 1 1 1 A	0 1 1 0 0 1 1 A	1 0 1 0 1 0 1 0	W W W W W W W	D D	D D	D D	D D	D D D D D D D D	D D	D D	D D	AX AY XINC YINC PLAYER 2 SIRE BOTHRAM BUF1/BUF2 COLORAM PROGRAM ROM

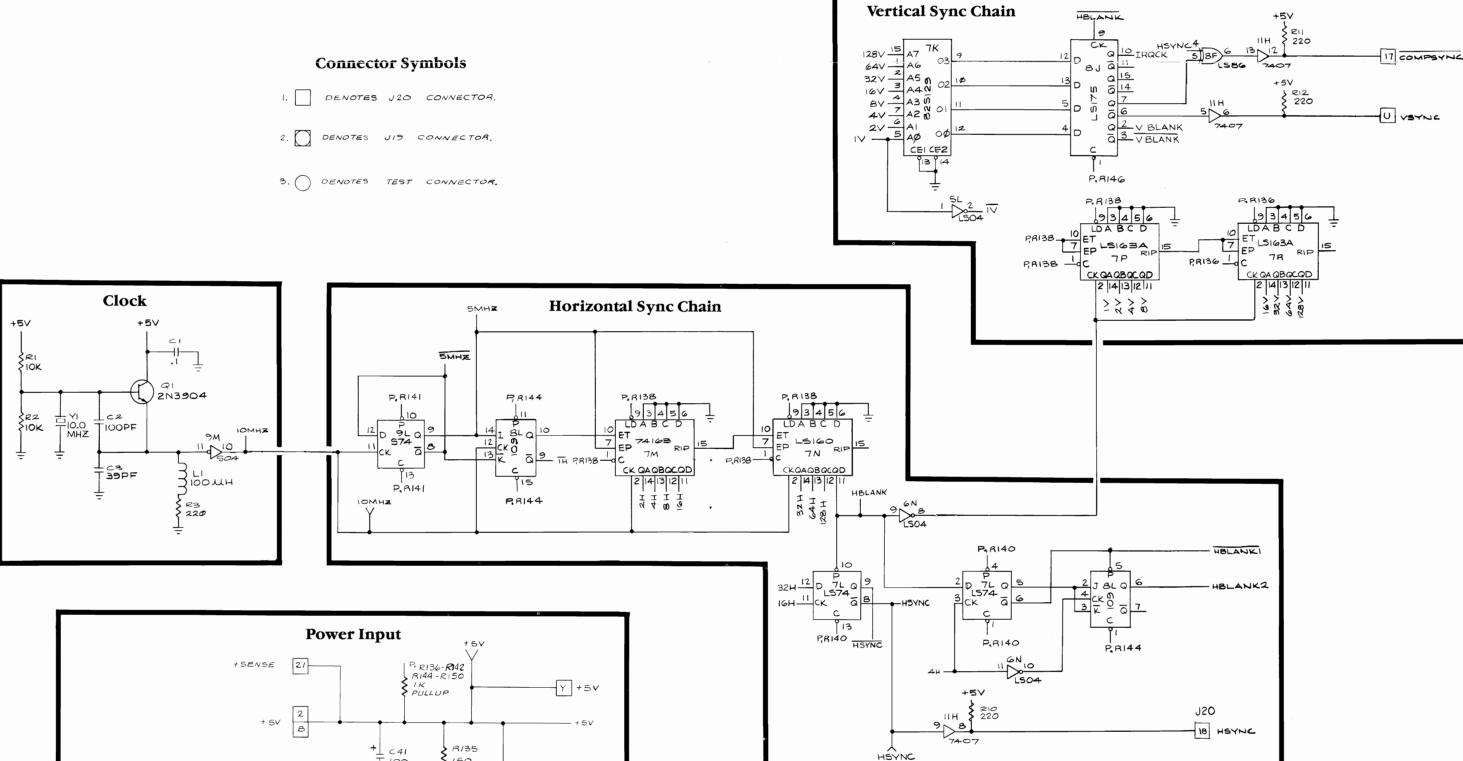
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Crystal Castles Memory Map



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C41 100 25V R135 150 C43-C85 +5V RET J BYPASS CR2 GND (6) WV5053 10.3 0.3 UNREG + _ C 42 - 100 25V

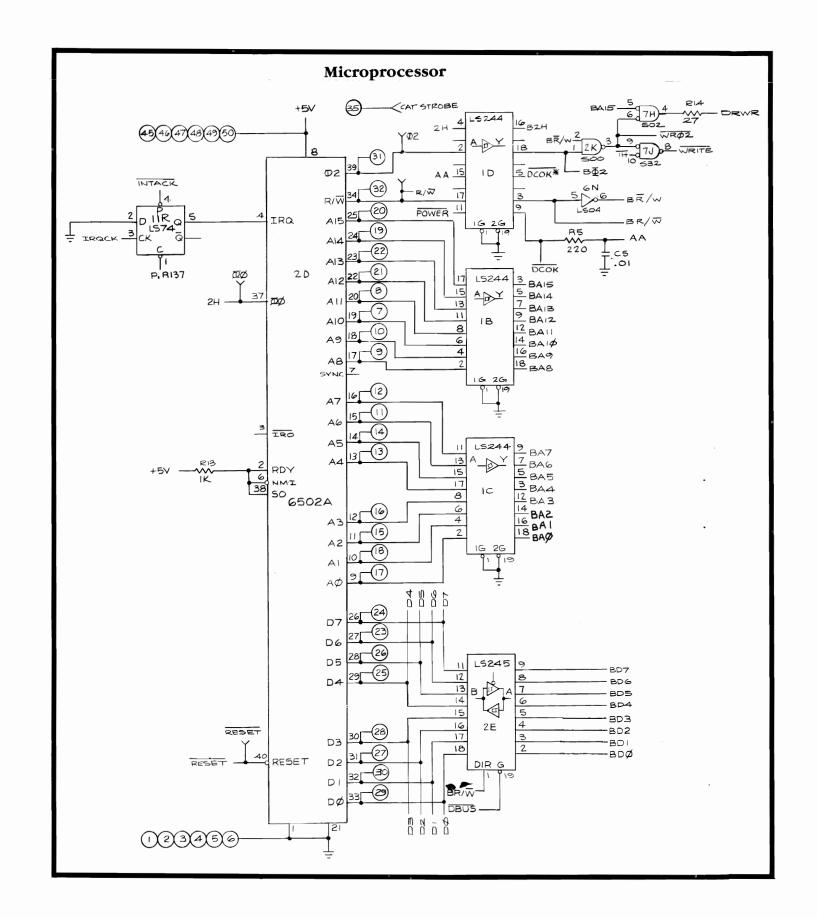
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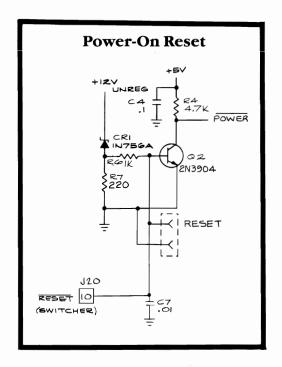
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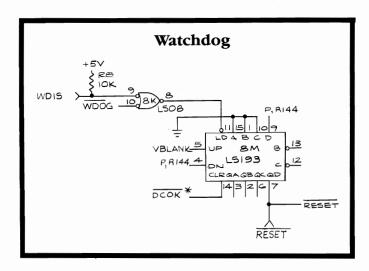


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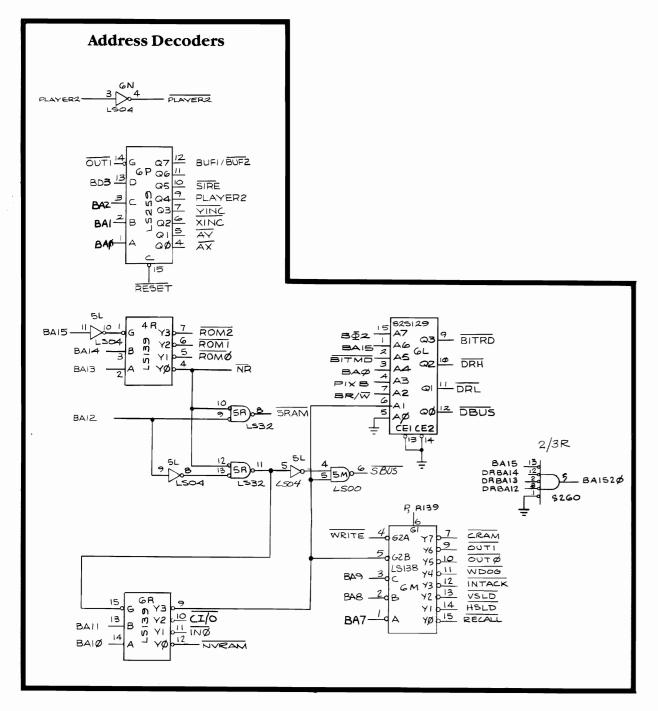


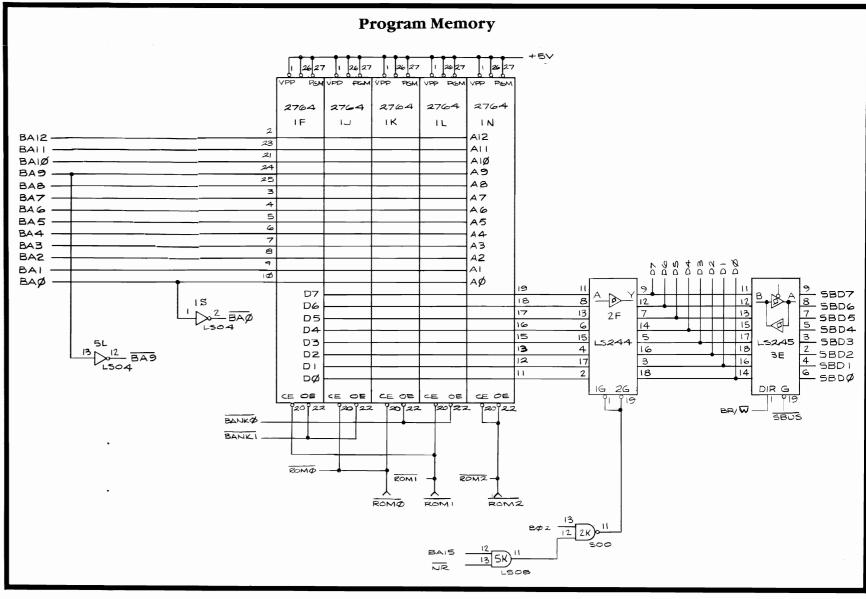
Crystal Castles PCB Schematic Diagram



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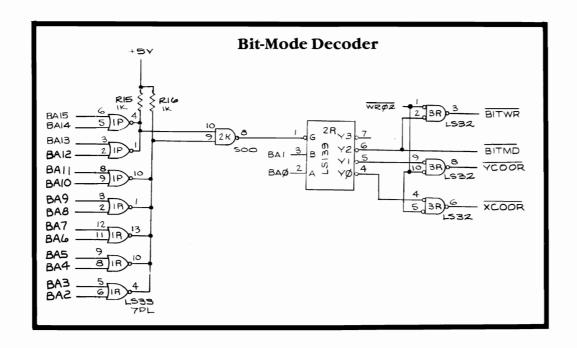


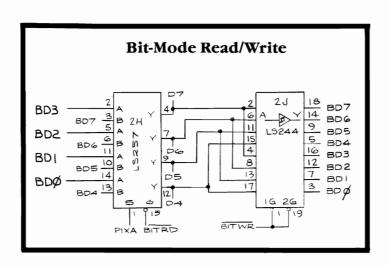


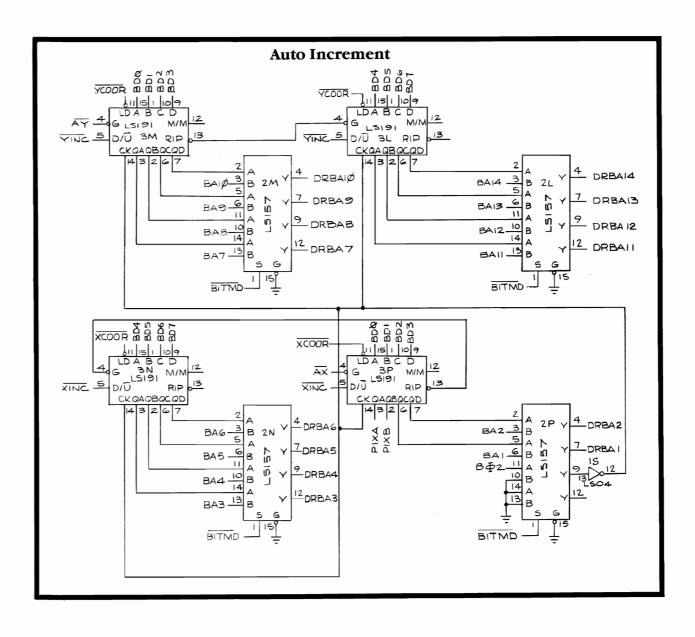
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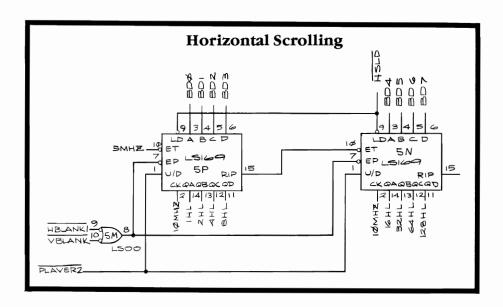


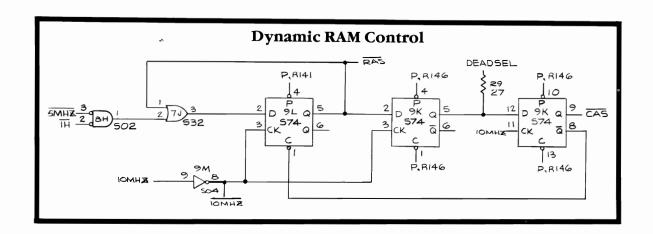
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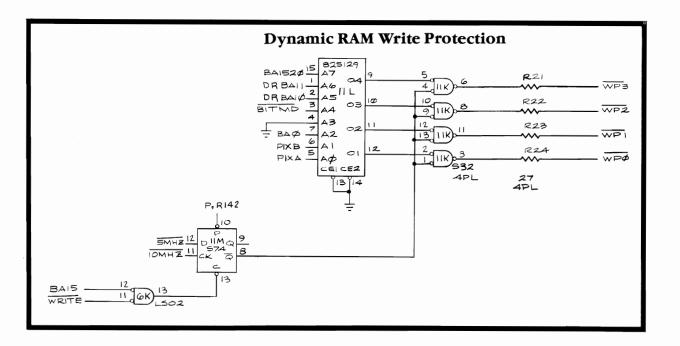


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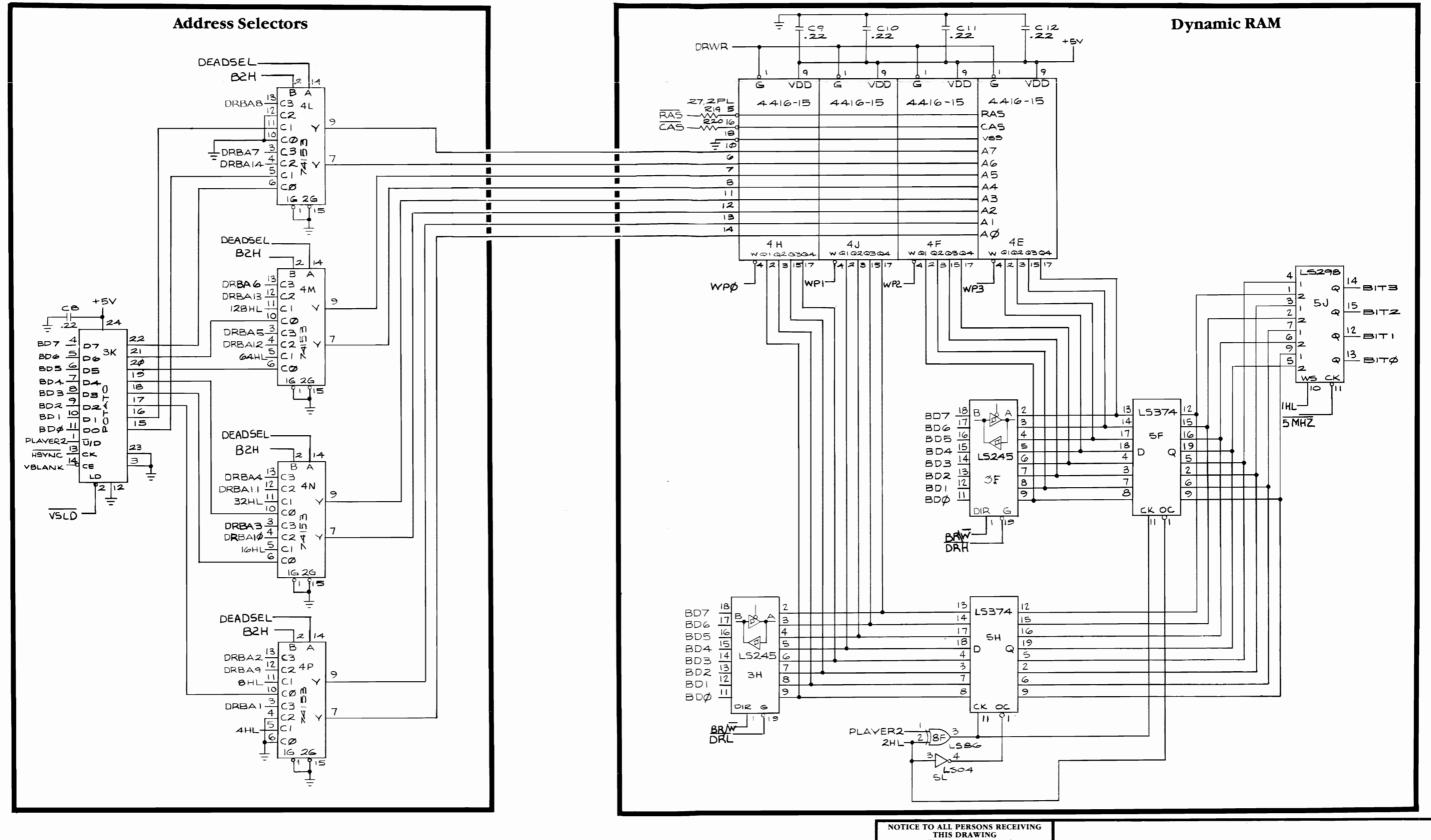


Crystal Castles PCB Schematic Diagram



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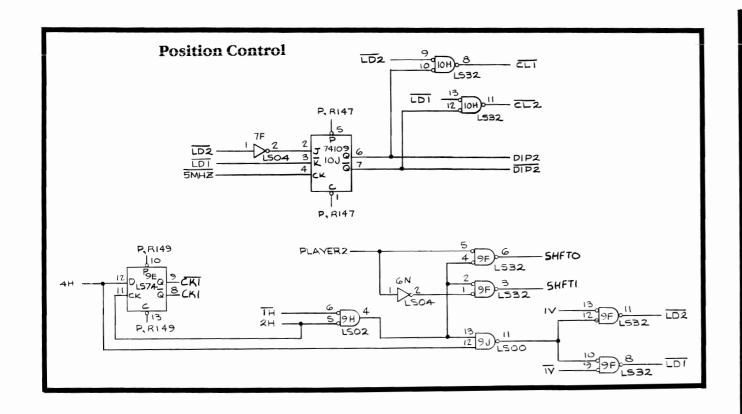


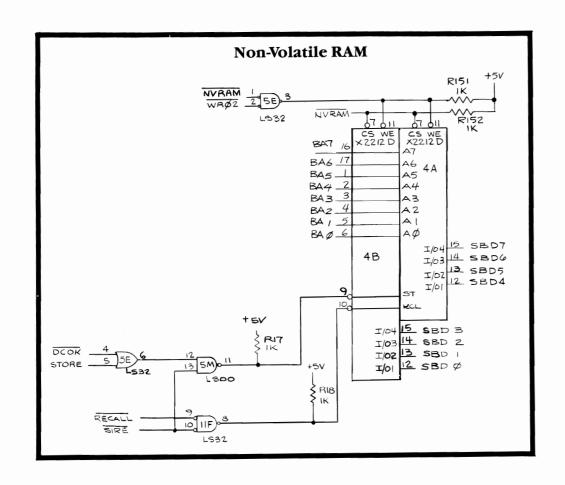
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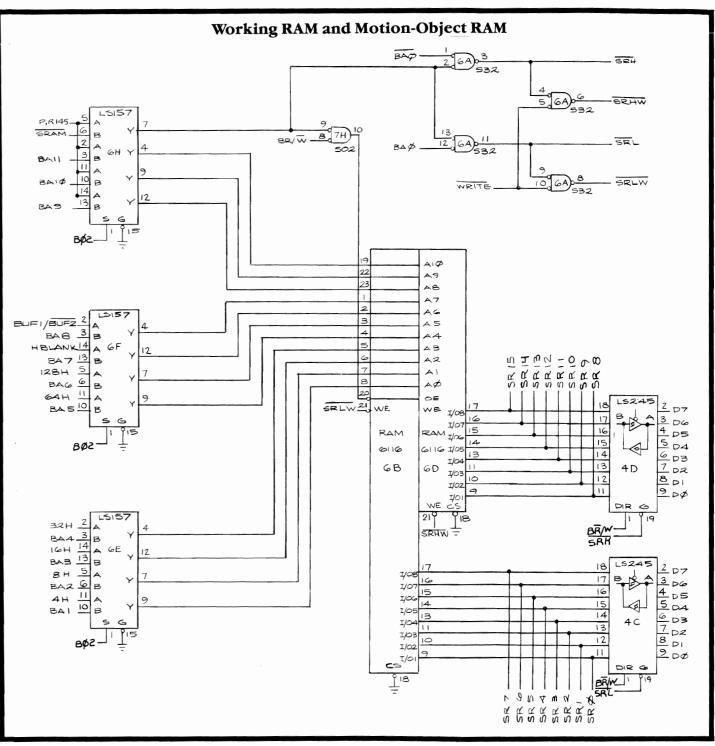


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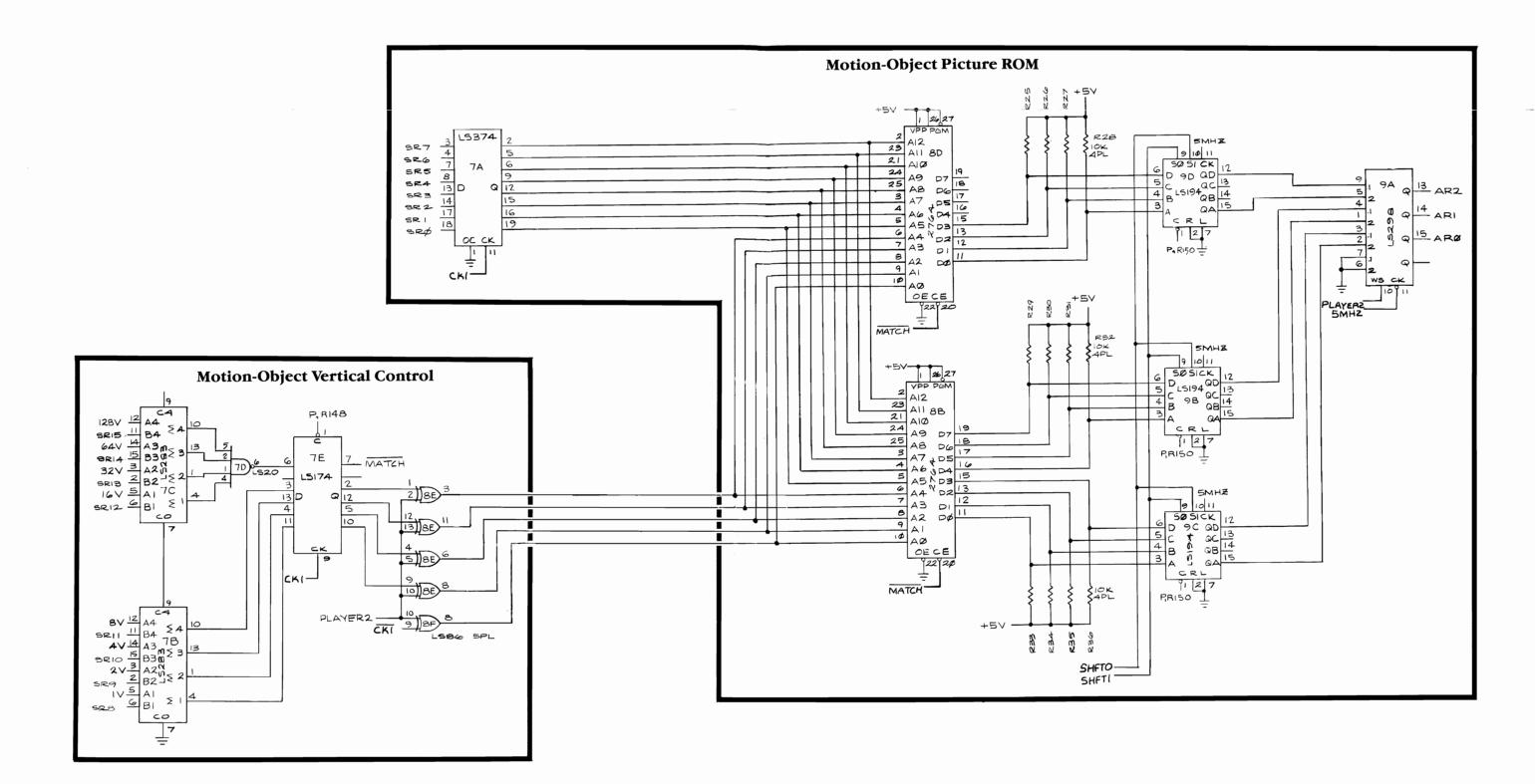


Crystal Castles PCB Schematic Diagram



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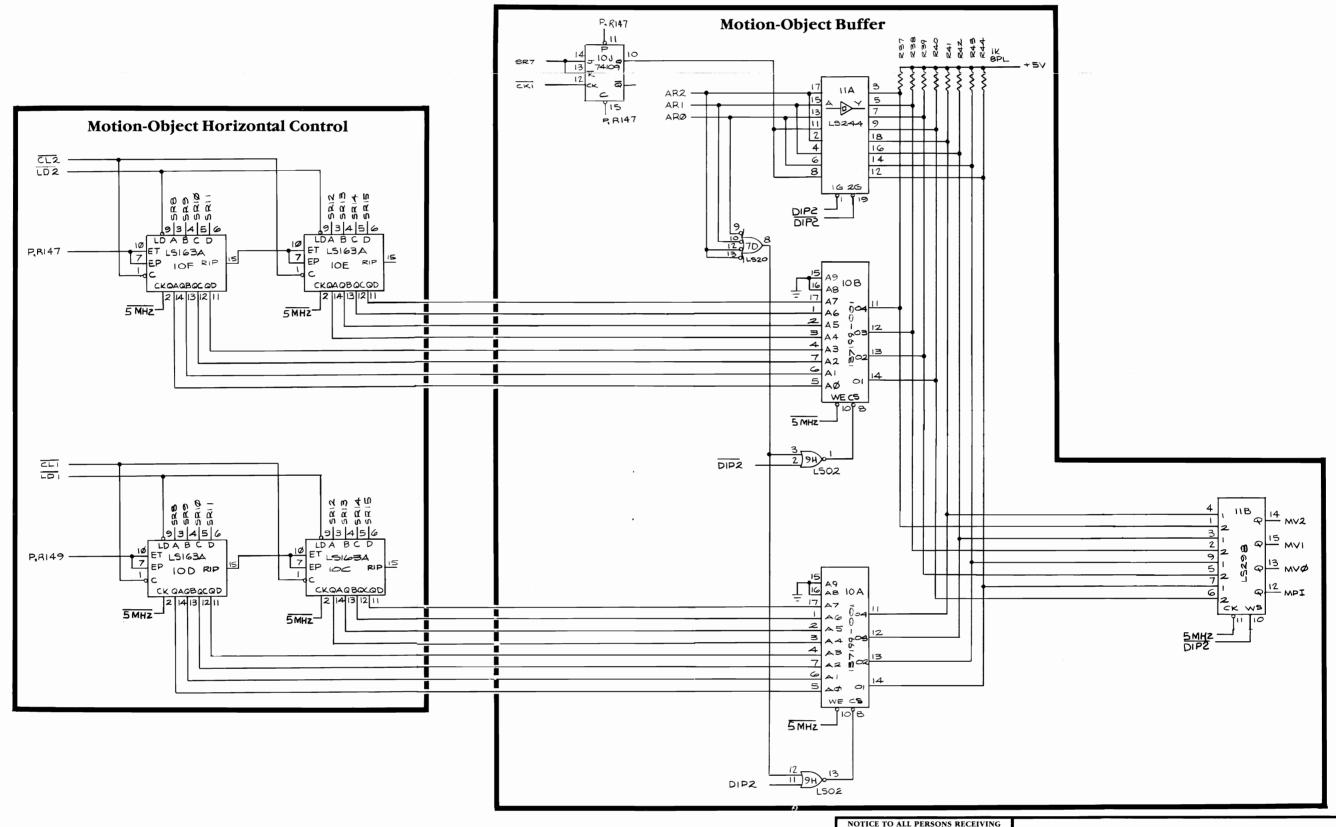


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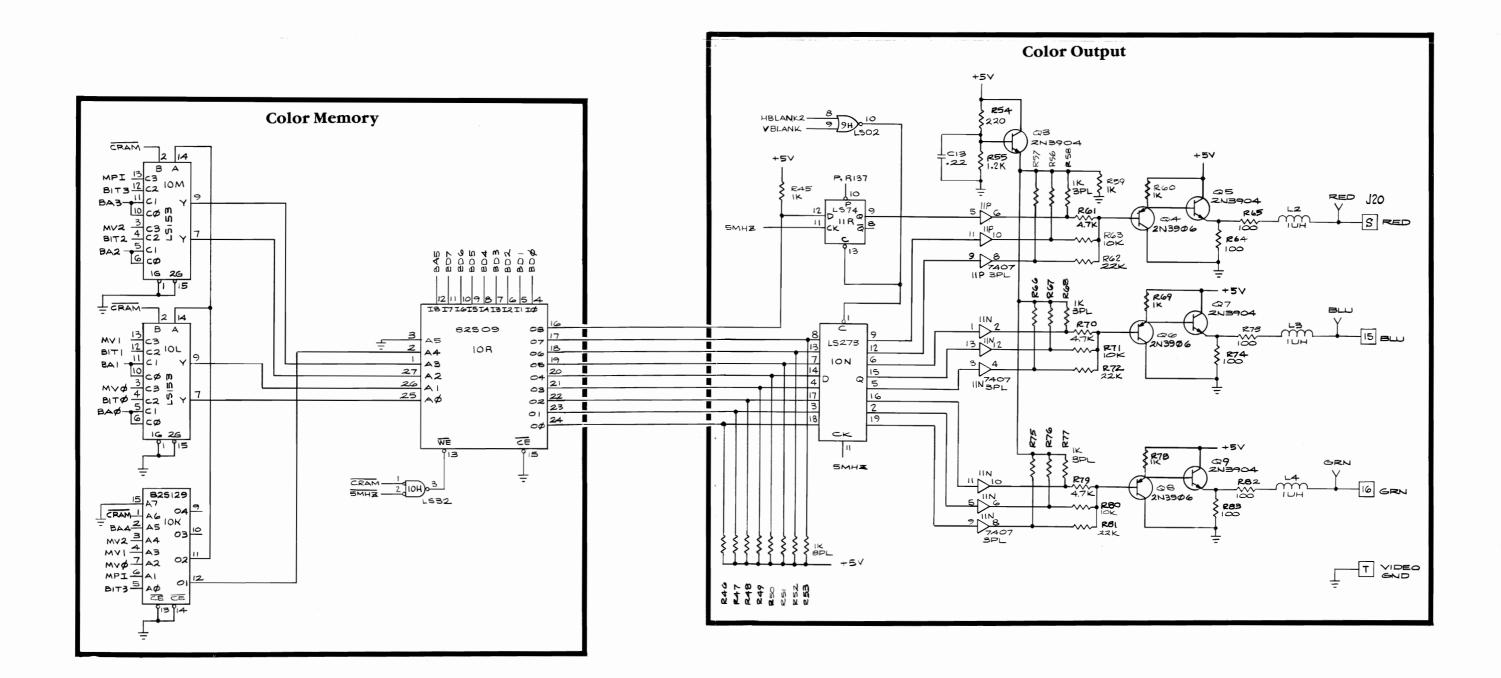


Crystal Castles PCB Schematic Diagram



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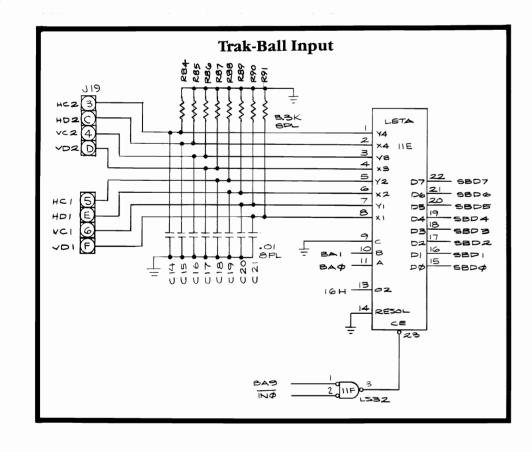


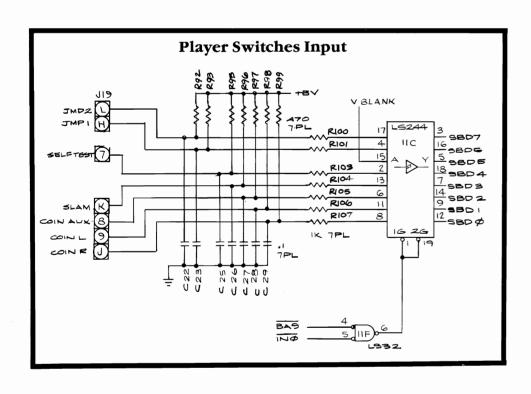
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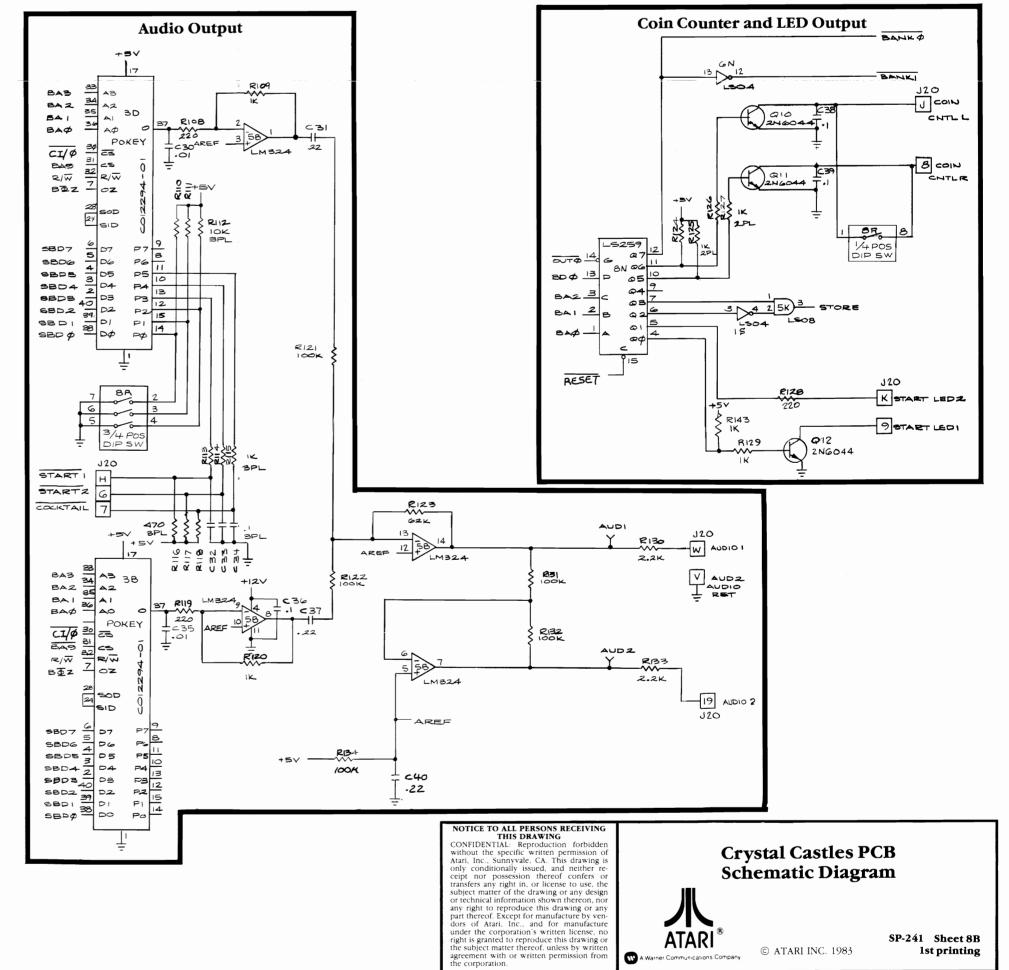


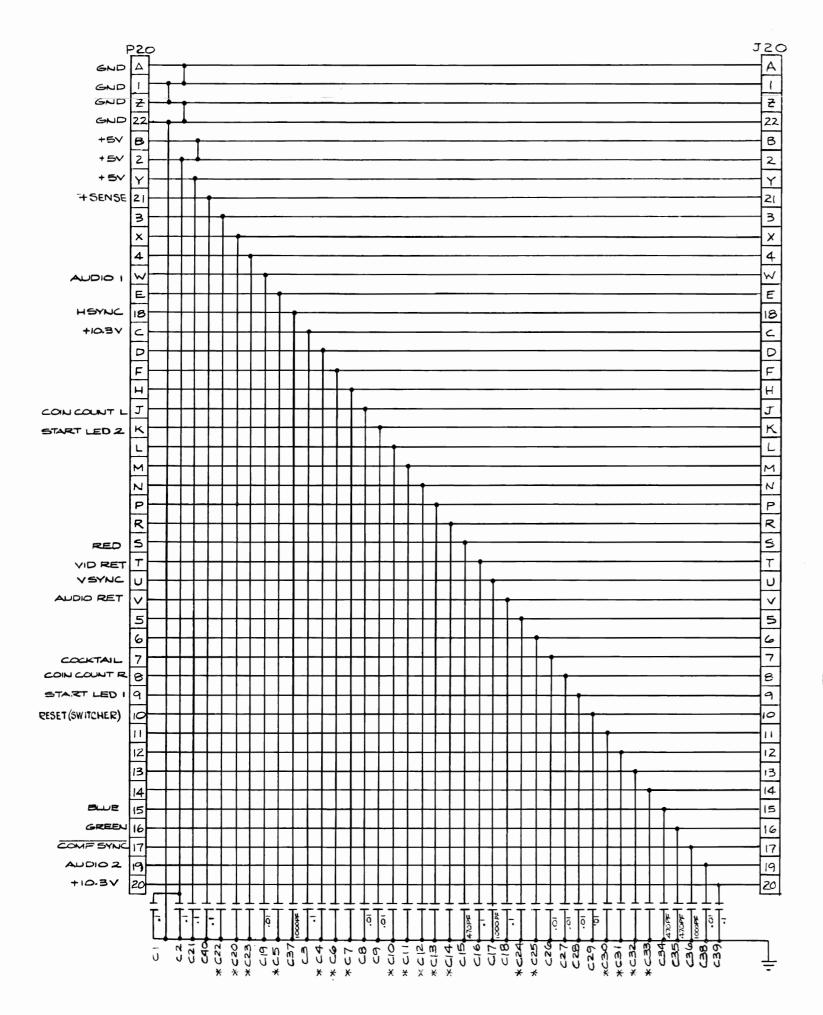
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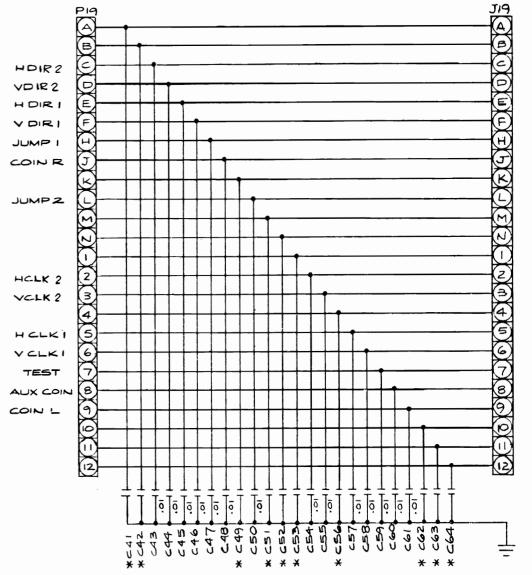
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NOTES:

I. * DENOTES NOT LOADED CAPACITOR.

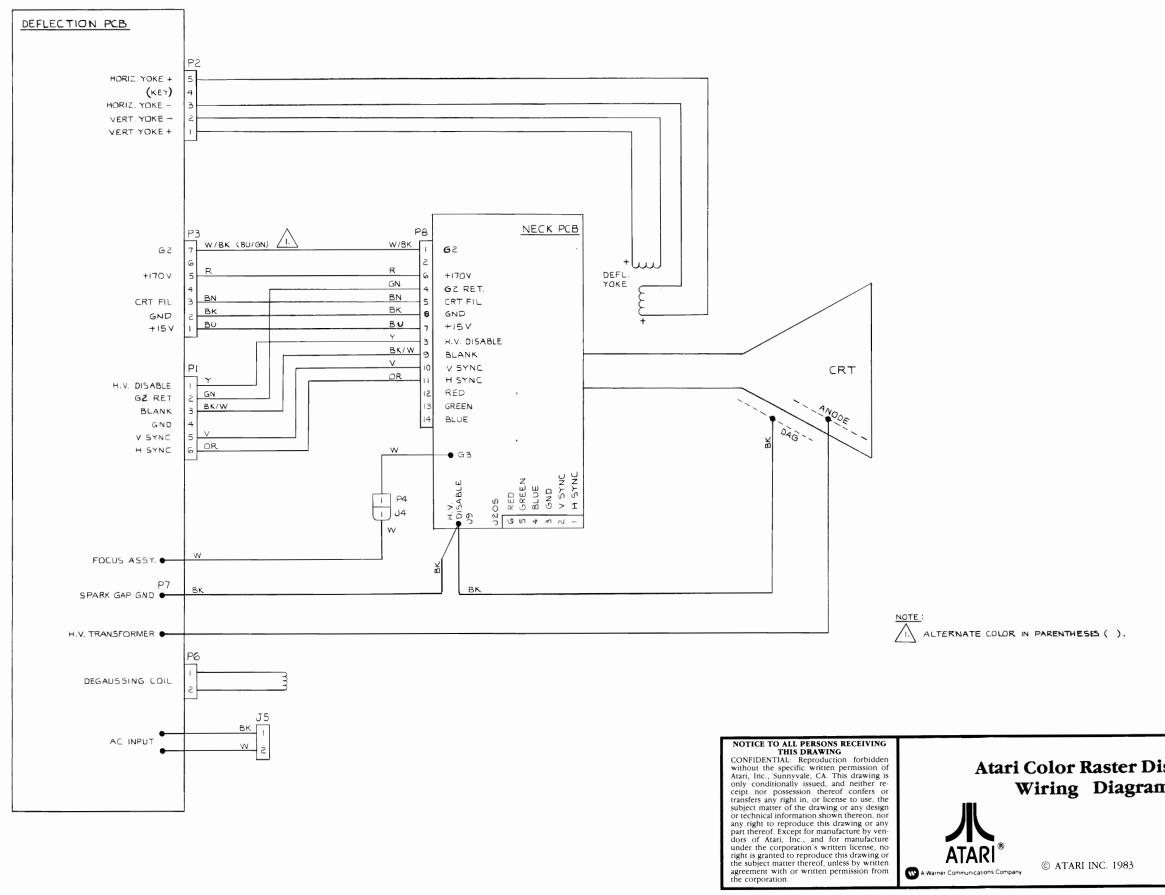
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Crystal Castles EMI Shield PCB



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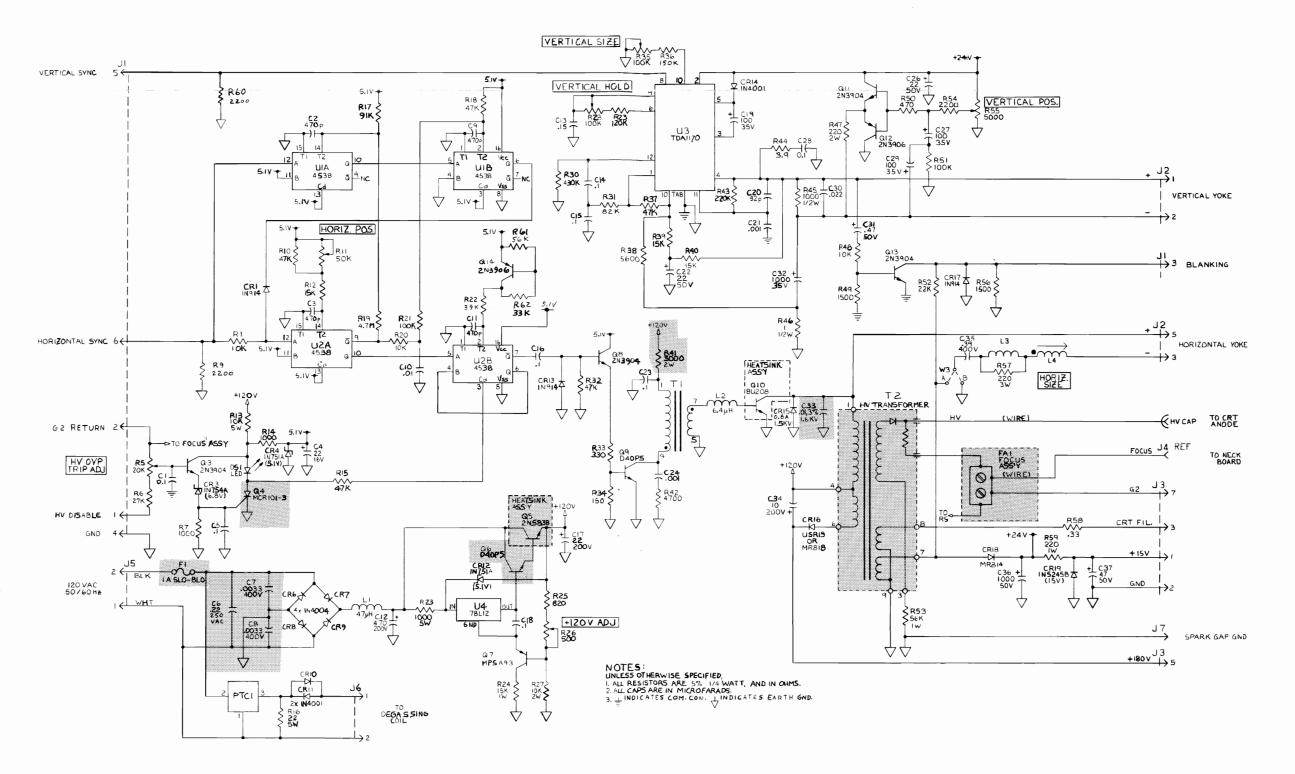


Atari Color Raster Display Wiring Diagram



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PRODUCT SAFETY NOTICE

The shaded areas of this schematic indicate components whose values are of special significance to product safety. Should any component in the shaded areas need to be replaced, use only the value given in the parts lists. Do not deviate from the resistance, wattage, and voltage values shown.

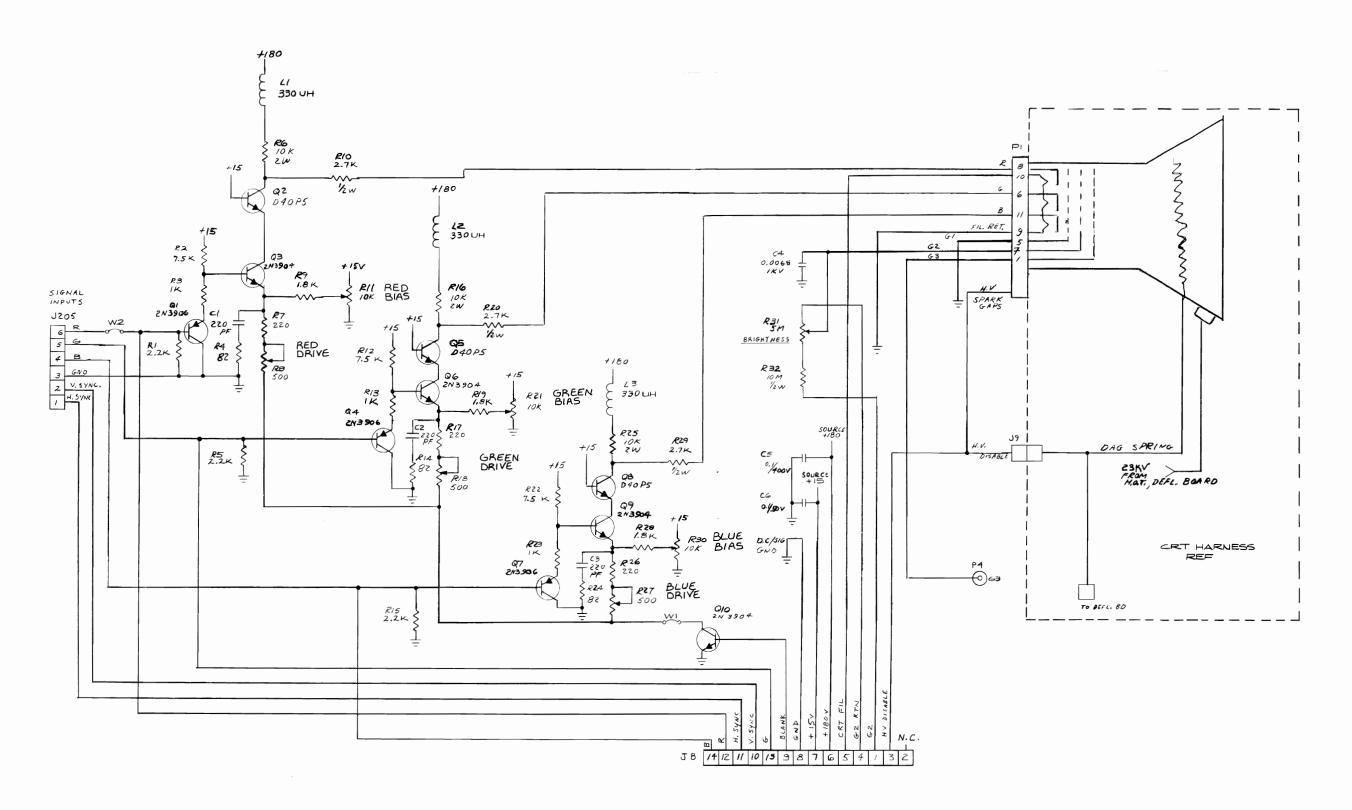
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Atari Color Raster Display Deflection PCB



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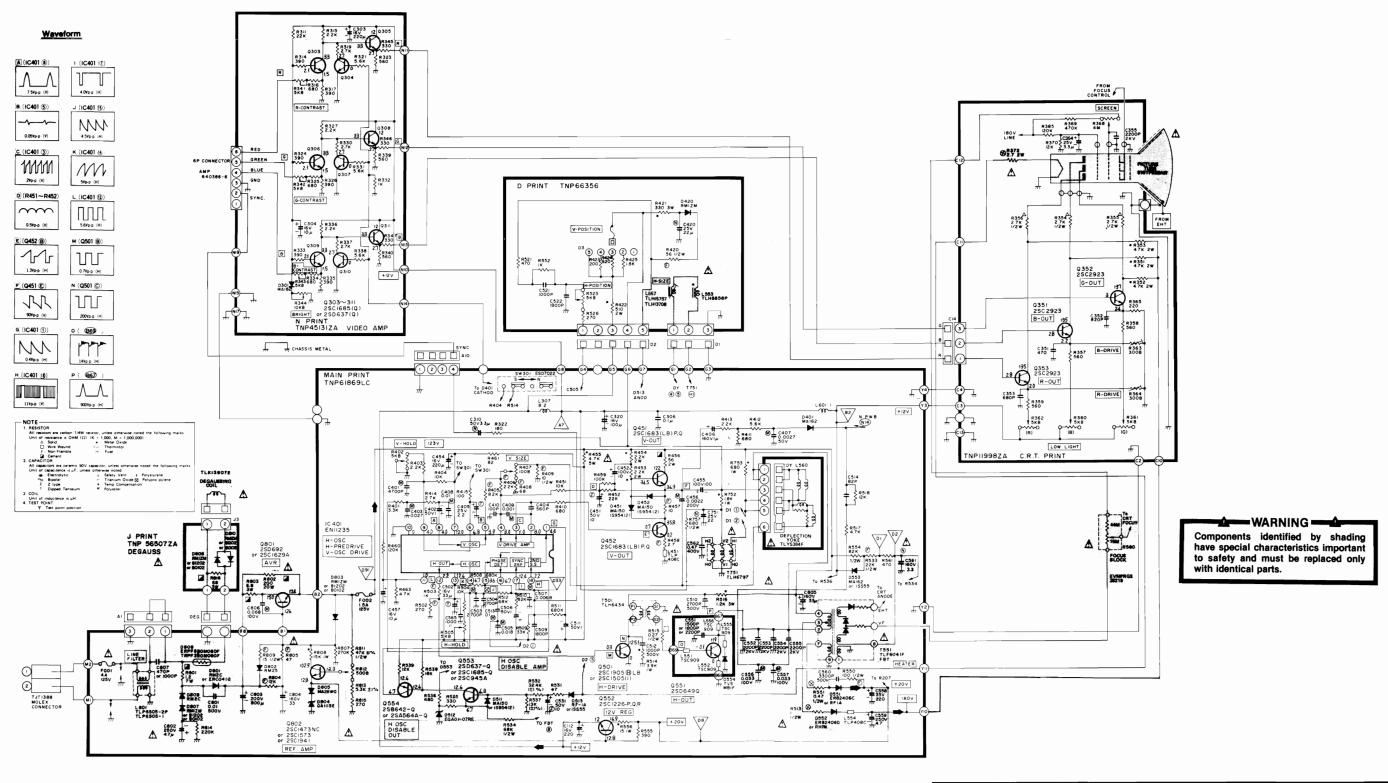


Atari Color Raster Display Neck PCB



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Matsushita Color Raster Display



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